

## ABSTRACT OF THE DISCLOSURE

A gaming system comprises a gaming platform, such as a mobile platform, on which a  
5 player can play a game, a communication network for providing communication  
between the gaming platform and a game server, and a prize supplier database for  
providing prize supplier location information. When a game prize signal is generated,  
the game server communicates location information about an appropriate prize  
supplier for receipt by the player. The game server selects the appropriate prize  
10 supplier from the prize supplier database, this selection being effected, for example, on  
the basis of closeness to the location of the gaming platform. A corresponding gaming  
server apparatus and game-prize information method are also provided.